



## WELCOME TO DONKEY KONG COUNTRY

The technology was ready. The design team was eager to set things in motion. The programmers had all the right hardware and software. The company was more than ready to promote it. So. Donkey Kong Country became a reality. Now the players are playing it. But problems may arise-there's so

much in the game that a player could miss something. That's where this Player's Guide comes in. We'll take you all the way from Donkey Kong's Treehouse to King K. Rool's ship. We won't show you 90% of the game. Not 95%. Not even 100%, This Player's Guide will show you exactly how to score 101%! You won't miss a thing because within these pages are the

complete- maps - to

Donkey Kong Country.

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. . . . . .



**GANG-PLANK** 



"...I'll tell ya, young whippersnappers these days...there's no respect for proper gaming. You've got to have structure. Patterns. Repetition is where it's at! All of this Silicon Graphics mumbo-jumbo. What's endered! It's all show and no go..."

"...I knew this time would come
His hoard was just
too big, 'It's too

much' I'd tell him



But he wouldn't listen. Him and that young one, Diddy, all they'd do is sit around all day counting bananas. Only a matter of time before word got out..."

"...Kremlings! That's who it was. They got everything. Bah!! There are so many

places on this island that they could hide, it makes no sense to try and find them all. No sense at all! I told him, "What do you think you're going to accomplish. You'll just end up with a bruised ego and a broken you know what."

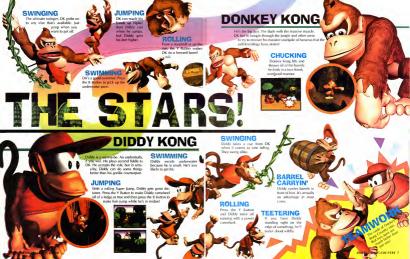
But off he went. He

ken you-know-what.'
But off he went. He
took the little one with
him, too..."
"...They don't know

what they're getting into. I guess I'd better get out there and help them. An experienced video game character like myself can certainly show them a thing or two..."









Donkey Kong and Diddy can ride on all of the Goodies, except Squawks. The Goodies are stashed away in crates that appear in many of the stages, If you want to locate 101% of the areas in the game. you have to rely on the abilities of the Goodies,

## RAMBI

Rambi's strength allows him to break through walls enemies and other obstacles. Try bashine into any wall that you can while riding him. If you want to dismount just press the A Button. If Rambi happens to take a hit, he will buck you off and run away. but there are some times where you



## ENGUARDE

For reasons that are obvious, Enguarde only fish. A swordfish, to be exact. When you're ridine on his back, you can press the I

Button to make im swish his tail





Squawks isn't called into action because he's a great help in the dark caves and caverns of the island. Squawks holds an illuminating light as he flies above your head. If you turn around, he will turn around also to point the light





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## **EXPRESSO**

Expresso is an ostrich that has impressive wheels! He's a sprinter. You can cover territory muckly while you're riding him. However, the best service that Expresso provides to you is his ability to fly. His wines are small



fly at all), so he can't stay aloft for too lone. If you press the B Button rapidly, he'll flao his wines for all he's worth. These are a couple of Bonus Areas that you'll have to be riding Expresso in order to set into.



Like Squawks, Winky keeps mainly to the damp surroundings of the cases. Winky's bissest









# RAPACIOUS RIVA

Some island baddies really go overboard in their efforts to derail Donkey Kong and Diddy. They move quickly and attack erratically (although there's a pattern to every movement).



This possessed creature only appears in a couple of states That's piency! When the lights in the cave glow green, the RockKrocs so crazy. They run back and forth with their arms outstretched, looking for something to erah. The only way to shut them down is to make the lights glow red. Doing so entails touching the Stop & Co Barrels as you move through the stage



## NECKY

Necky's favorite trick is to camp out up high and rain down nuts on Donkey Kong and Diddy as they walk or ride by They position themselves strategically, too. There is usually something valuable just underneath them like a Golden Letter or a big bunch or bananas. When Necky starts flinging nuts out in multiple directions is when it starts to get tricky Take Necky out with a barrel if you can.

## MINI-NECKY

These pure can really be a pain in the necky, Instead of flapping their wines and raining down nuts. Mini-Necky spits them out horizontally!

He always spits the nuts in regular intervals. But it's even harder to deal with when he starts flying up and down while spirting them at you.

The most common method to dispose of Minu-Neclov is to jump over the cuts and then sump on them but a barrel tossed their way works areat, tool







## ZINGER

These bees are usually quite busy protecting their assigned area! They buzz back and forth, often in an arcing pattern. The spikes on their backs make them almost impervious to contact attacks. Their stingers are deadly. Only Winky can take them on one-on-one and come out the victor. Fither avoid the Zinners altourther or toss a harrel at them. The latter is







## **MANKY KONG**

Manky Kong is really mad. Probably because he was never accepted as part of the Konz group. The word "manky" seems to be derived from the words "manus" and "skanky." It's certainly befitting for such an unsightly age. Every time that you come across Manky Kong, you'll need to take immediate action. He has a never-ending supply of barrels and he's not shy about throwing them at you. Generally, Marky Kong will toss three harrels outckly, nause, and then start





## ARMY

Army the armaddlo has an excellent attack nattern. When he sees you, he rolls up and rolls at you He'll continue to roll at you until you stomp on him, move out or



### SLIPPA





These snakes are sly. They can appear rapidly from the right and slither right up to you before you know it! Just stome on them or throw a barrel their way.



## **CHOMPS**



Of course. Chomos will only appear in the underwater stages. They like to hunt in packs and often stagger themselves apart in certain open areas to form a shark blockade. Enguarde can take them out with one noke, but other than that. your best bet is to just avoid them altogether.

Most baddies will stake out their own areas and will stick to those areas. Keeping that in mind, if you don't want to tangle with them, or if you can't, you can just try to avoid them and move on.

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The enemies on these pages all attack in a different manner, but they all have one thing in common: they only appear in the underwater stages. That's why they're the aquatic baddies! But they're not the only ones.

## SQUIDGE

Dealing with Squidues can be deceptively difficult, first, their coloning makes them blend in with their watery surroundings and thereby gives them an automatic head start when they attack Second, they move with a survine motion, propelling themselves alone usually in a disconal direction. It's really an underwater nightmare when a pack of Souldoes attacks. What a maze they create! If you have Enguarde, he could be your saving grace if you come across a pack of Squidges. He can charge right through them!













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# BARREL BONANZA

Barrels play a very important role in Donkey Kong Country, As you can see, several types of barrels exist and they all do something different!



### STEEL KEG

re aren't many of these on the island, but when you find . bounce it off of a wall and take a ride on it. You'll be a ash through haddies



## **CONTINUE BARREL**

most every stage has one of these barrels. It parks the halfway point of a stage. If you break open this Farrel, but don't complete the stage for some meason, you'll begin at this point on your



#### DK BARREL

This barrel holds either Donkey Kong or Diddy Kong depending on who you're playing as. However, if both ages are on screen, it functions just like a regular barrel







#### REGULAR BARREL

gad of you. It serves a powerful weapon. on set barrels down to Just press Down ase the Y Button





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# ITEMS TO





#### GOLDEN LETTERS







#### In each stage, you can spell out "K-O-N-G" with Golden Letters that you find and collect. When you get all four letters, you'll be researched with an extra life. Most of the letters are out in the open. but some are hidden and some are found in Ronus Areas





## LIVES!

The average player should be able to keep playing for a long time and not have to worry about running out of lives. There are plenty of opportunities to score

cially in the Bonus Areas play games of skill. There





There are three colors of Meaning balloons Red is worth a 1-Up, green nets you a 2-Up and blue bags an elusive 3-Un. Green and blue balloons are usually rewards for getting through a certain area or section quickly. Red balloons are far more plectiful than the other colors. Too had







#### **TOKEN BONUS**

# RAMBI

When you collect three Golden Tokens of the same type, you will be whisked away to a Token Area where you get to play as the goodie! You can earn many 1-Ups here!













#### **TOKEN BONUS**



## WINKY

The layout of the tokens in Winky's Token Bonus Area is simple, but since your rotates will have to include diagonals to reach the upper fidgles, some per-planning is in order. That way, you can figure out which most will busy sou the most tokens. It will probably take you a few brines to get your timing right so you end up at the Large Golden winky Token put as bone unest out.







#### **TOKEN BONUS**

## **ENGUARDE**

There are four "hidden" areas in Enguarde's Token Bonus Area. On the map, they don't appear to be hidden, but the walls surrounding the areas that protect the numbers 1, 2, 3 and the Large Golden Enguarde Token all have openings that you can locate and on through.









- 1. Jungle Hijinxs
- 2. Ropey Rampage
- 3. Cranky's Cabin 4. Reptile Rumble
- 5. Coral Capers

  - 6. Funky's Flights
    7. Barrel Cannon Canyon
    8. Candy's Save Point
    9. Very Gnawty's Lair

#### KONGO JUNGLE

#### Jungle Hijinxs

# Jungle Hijinxs

This is where it all begins. Start paying attention to details because it isn't going to be a cakewalk! Just because Jungle Hijims is the first stage, it doesn't mean that it's going to be easy. In fact, every stage in the entire game has difficult sections. Make sure you take a look in your hoard

just after you begin. And you may as well check your Treehouse one last time before you head out to re-establish your

to re-establish your banana supremacy. Rambi quickly establishes his strength when he enters the picture to help you out.

#### 2 Bonus Area

Get Rambi out of the crate and ride him to this spot. Bash him into the wall and the wall will break open revealing the first Bonus Area of the game. Charge through, collecting the bananas and be sure to jump to grab the 1-Up Balloon at the end of the cave.







Bonus Areas #-Up Balloons Hidden Items

Hidden Item Steel Keg



Hidden Item Regular Barre

## 1 Get Four Free Lives!

Go get Diddy out of the first DK Barrel, select him, and then come Eack to the freehouse door. Using Super Jumps, Diddy can cartwheel and jump his way along the treetops through the first section of this stage. Two red 1-Up Ballcons will appear and then a reme 2-Lu Ballcon will disease.





## 3 Bonus Area

When you break out of the first Bonus Area, directly below you will be the entrance to the second Bonus Area in this stage. You can use Rambi again to break the door open. However, if necessary, you could use a barrel to break it





# **KONGO**

#### "It was a dark and stormy night..." That's the way that Ropey Rampage opens. Donkey Kong emerges from a cave into a rainstorm, complete with thunder and lightning. Donkey Kong and Diddy will

get their first chance to test their swinging skills in this stage. Jump up to grab onto a rope (both DK and Diddy will grab the rope if they

touch it anywhere). Press the B Button to jump off of the rope. To get into the first Bonus Area in this stage, you have to execute a "fall of faith." Check the map for the location of the secret Barrel Cannon

## 2 Buried Winky Token

just to the left of the Winky Token, humo down to















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Winky Token









































Fall between the trectops just after the Golden Letter O to enter a secret Barrel Cannon. It will shoot you to the neht, through a walk ned into a Bonus Area.















































































# KONGO

# Reptile Rumble Donkey Kong and Diddy't feet cavers of the island Reptile Rumble. Here, the Rumble is some new enemies. Slipp silither right up to you and the burney of the index the buzzing bees, hover the buzzing bees, hover

Donkey Kong and Diddy's first excursion into the caverns of the island takes them through Reptile Rumble. Here, the duo will come across some new enemies. Slippas, the snakes, will

about toward the end of the stage. You don't want to mess with them. Your main goal in this stage, besides getting to the Exit, is to locate

three Bonus Areas.





A series of nine Barrel Cannons will have you zooming around this more so fast, you'll probably set dizzy! All let the other barrels do the rest. You'll score a slew of bananas alone the way



3 Bonus Area Bash the two Slippas that guard the entrance to this Bonus Area before you break into it with a well-placed barrel. Or you can just avoid the slithering foes by lumping over them. Collect a load of bananas





















## KONGO

You are entering the calm, relaxing world under the water. You are entering the calm, relaxing world under the water. The music that goes along with Coral Capers may be relaxing, but swimming around with numerous enemies who want to bite you isn't relaxing in the least! Introduce yourself to Finuandle bere! Believe able to tide Finuandle.

self to Enguarde here! Being able to ride Enguarde is a tremendous help in the underwater stages. He provides an extra "hit."

#### 2 Get the I-Up

If you're riding Enguarde, this 1-Up Balloon is rasy to set. Go immediately to the right when you enter this section to snee the 1.1 in Ralloon and then high-tail it back the other way because a Croctonus will be coming around the corner to get you!









#### 1 Banana Cove

This banana-filled section is easy to miss because not only is the entrance not at all obvious, there's a Croctonus chasing you around a reeff Follow the Croctopus clockwise around the reef and search the bottom for an opening. Proceed with caution while watching out for the Croctoous again when you leave









side section. Forest he section and move upwards to collect some bananas and a Golden Expresso Token.







#### KONGO JUNGLE

# Very Gnawty's Lair

Could this be the location where the Kremlings have stashed Donkey Kongle Johanna hoard? Well, year and no. King K. Kool has appointed some longle countries of the countries of the countries of Donkey Kong's hoard while he figures out what to towers to guard portions of Donkey Kong's hoard while he figures out who will not be compared to the countries of Donkey in the first baddle boost what was the knock heads with in the gand to the countries of the countries







1. Winky's Walkway 2. Mine Cast Carnage 3. Bouncy Bonanza

4.Stop & Co Station 5. Candy's Save Point

6. Funky's Flights
7. Millstone Mayhem
8. Cranky's Cabin

# Winky Walkwa

Crossing a bridge and arriving at the Monkey Mines region of the island, Donkey Kong and Diddy are confronted with burned out mines.

rickety scaffolding and other cavernous zones. Winky will be instrumental in helping you collect all of the bananas in this stage. Some of them are just too high for you to reach without some help. Winky's Walkway is a bit odd

because it only has one Bonus Area and the entrance to that area is not hidden. You don't even need Winky's help to get into it.



#### 3 Bonus Area

You will probably be riding Winky when you arrive at this area. Winky can jump right up to the Blast Barrel without having to bounce off of Necky. However, if you don't have Winky along with you, you'll have to do the Necky ricochet. It's best to have Winky along in this Bonus Area because, without his help, you won't he able to reach the ton row of hananas. That would be a sharee. That's whose all of the big bunches are located.













# 1 Get the K

When you start this stage off, don't begin by sprinting as fast as you can to the right. There is a Kritter on the first incline just waiting to nail an unsuspecting age. Honestly, snagging the Golden Letter K here is not difcan and should use enemies to your advantage. This of an enemy to sain more altitude on a jump



Like we just mentioned, using an enemy as a "stenping stone" to lift you higher than you could normally jump is an important technique to put into practice Here again, it comes into play. Bounce off of Necky to reach the platform where the crate containing Winky sits. Bust open the crate and hop on Winky's back Continue on to the right while collecting hananas and bashing any and all enemies that get in your way.

















# Mine Cart Carnage

Ride the rails and watch your jumps—the timing changes depending upon your speed and situation. There are plenty of Krashes riding the rails toward you. There is also a deep, dark secret in this mine shaft, but only the most intrepid explorers will find it.



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#-Up Balloons





This stage is one of the longer cave treks for Donkey Kong and Diddy, There are three Bonus Areas to locate and there is a section in the middle of the stage where you can choose to take the high road or the low road. Or, go up and around to make sure that you cover the whole territory! Winky's help will again be necessary to

> make that elusive exclamation point appear after the name of the stage when you clear it

#### 2 The Continue Barrel

The tire that appears just after the Golden Letter O can be pushed. Rump it so it rolls along to the right and slowly squeeze under the rocky outcrooping. Use the tire to bounce up high enough to break the Continue Barrel at the mid-point of the stage. Continue to push the tire over to the right. You'll need it for another important task.







#### 1 K Plus More!

Besides the Colden Letter K and the obvious bananas to gather in this section of the stage the racky outcropping directly underneath the K. Make Donkey Kong slap the expund





## 3 Bonus Area

Grab a barrel before setting to this section, but don't hit either of the Zingers here. Drop down and smash the harrel into the wall to open un a Bonus Area, Inside, vou can play a same to earn the prize of your choice.







#### 4 Bounce Up

Carefully roll the tire that you used previously onto the vertically-moving rock ledge then get on the ledge vourself Again use the mishery qualities of the tire to bounce you up to the upper route through this section of the stage. There is a fake wall up above to the right.





### 7 Single Zinger

You'd better get used to the notion of having to jump on tires in orde to bounce over moving Zingers. It's important to remember that you don't always have to bounce really high off of the tires. Just stand on one and you'll only bounce diebtly.











powerful frog legs that Winky possesses will be called into duty if you enter this room and break him out of his crate. If for some reason, you

lose him when you exit the room, you can always double back to enter the room again. He'll be waiting back in his crate, where any good froe should be. The goodies never seem to be too upset about having to be confined to crates all of the time. They're good sports about it





### 6 Kritter Duo

The two Kntters here jump back and forth and make a criss-crossing pattern. Like double-dutch rope skipping, time your entry move when you go to jump on the first one. When you hit the first one, move into position so you bash the second one while you're still in midair.









If you don't have Winky, you'll have to roll a tire onto the moving rock ledge and then bounce off of that tire to boost you up and into the elevated Barrel Cannon. In the Bonus Area, bounce off of the tires and collect all of the

exit

That's







# Stop & Go Station they are the are they are the are the are they are the are the

This fast-naced stage is full of terror. Terror in the form of RockKrocs, that is! With their

red glowing eyes and highly erratic movements, they are probably the most frightful creatures on the island! There's an easy way to calm them down, though, Just hit the Stop & Go Barrels so they read STOP. That tells the RockKrocs what to do. They're pretty stupid. Keep hitting the Stop & Go Barrels because they quickly change back to GO



### 2 Bonus Area

Push the tire that's located under the DK Barrel back to the

hananas were positroped in a vertical row. Jump straight up off of the tire and into a hidden Barrel Cannon. This is yet another aften-missed Banus Area in Donkey Kong Country.











### I Bonus Area

hitting the next Stop & Go Barrel Smash the wall to the right of the second RockKroc in the corner







# Millstone Mayhem

Welcome to the temples! This stage is named Millstone Mayhem because of the chaos that the giant rolling millstones can create. The millstones are driven by little Gnawtys and they will do their best not to let you pass. All of the Bonus Areas in this stage are located before the Continue Barrel, Don't waste your time searching for anything after passing the Continue Barrel.

#### 1 Bonus Area

Upon entering the stage bounce off of the tire and up to the left. There's a hidden Barrel Cannon that takes you to a Bonus Area



3 Bonus Area You'll have to locate a tire and roll it to where

this millstone.











Find a barrel and bash it into the right incline in this ean to break open the entrance to a Bonus Area. Once inside, pay attention to where the green balloon ends up and you'll earn















# Necky's Nuts

Just as Very Grawty had a portion of Donkey Kong's banana hoard staked away in his Jair, Master Necky has a similar ration in his. Your similar senses should tell you that the tire placed directly in the middle of the nest should be of some use to you. It is. Since you can't use the nuts that Master Necky spits out to throw back at him, you'll have to enter into a battle of bodies. The tire will help you to get up to his level.



# VINE VALLEY



- 2. Tree Top Town
- 3. Funky's Flights
  - 4. Forest Frenzy 5. Temple Tempest



- Candy's Save Point 7. Orang-Utan Gang
- Cranky's Cabin Clam City
- 0. Bumble B Rumble

# **Vulture** Culture

The wooded areas of the island greet the Kremling bashers with an array of stage settines. The first, Vulture Culture, is full of Neckys and Mini-Neckys (hence the vulture tag). Some of the Neckys soit out nuts and can cause great problems for unwary ages. Precise jumping and brave barrel-blasting are required to get through this stage. You'll be able to find the Golden Letter N in the third Ronus Area

#### 2 Bonus Area

Pushing the tire to the right, make it stop short of soing over the edge! Bounce off of the tire at the point where the three bananas in a vertical row are located. You'll enter a hidden



#### 3 Bonus Area

It's a bit difficult to unearth the Regular Barrel here, but with a little help from an enemy or two, it shouldn't be a problem! Use the barrel to bash in the wall on the left. Then enter the Bonus Area through the door it creates.





Rogular Ram















Take out the North perched on ton of the tire and then bounce high off of the tire. Landing on the oddly-colored patch of ground will unearth a Golden Letter K. Snag it and jump back up to the tire. You're going to use it again for another purpose



#### 4 Bonus Area

Get rid of the Necky on top of the rocky ledge here and then jump down to the left, unearthing a Resular Barrel. Grab the barrel and jump back up to the first step of the ledge. Break through



















**Tree Top** 

Looking for some action high above the ground? Well, look no further! Tree Top Town is as high up as you'll want to go. A long series of platforms and a hectic go-around with Barrel Cannons will challenge you during this stage. Watch out for unexpected blue Kritters and green Gnawtys jumping or rambling in from the right side of the screen. The background scrolling in this stage is ultra-cool. It's so realistic, and you really get a feeling for the altitude in this stage.



### 1 Bonus Area

As you enter this stage, a Barrel Cannon will scroll off the screen to the left. Move to the right until a Necky shows up. Move back to the left and bounce off of the Necky to elevate you up into the







Use the Super lump technique to grab the Expresso Token. Roll off the edge of the platform, and sust as you touch the token, but before you make contact with the Zingers sump back up to the platform. It's easier to make the jump from the right side. Make sure you practice this technique in a safer area.











You'll notice a single longsome banana down toward the bottom of the screen here Himmin Very strange indeed Maybe it means something? It sure does. Blast out of the harrel toward the hanana when wor're at the bottom of the screen to enter a Bonus Area



















# Forest Frenzy

times when you're on a rope. The Y Button gives you more speed and allows you to climb and descend the

Some of the main difficulties that simian travellers may experience in the Forest Frenzy stage are the moving ropes. To clear extra-long gaps, you have to cling to ropes that move from left to right through dangerous mazes of Zingers and Neckys. The best thing to do is to keep a finger on the Y Button at all



### 1 Bonus Area

It's almost a fluke for anyone to find this Bonus Area without a tip Hann on at the bottom of the rone and you'll fall into a Barrel Cannon It looks like you might run right into a Necky, but don't worry, you won't.









Hidden Items















### 2 Bonus Area

Avoid all five of the jumping Kritters by runnine under them when they lean up. It's a little difficult because you have to avoid them while works correing a harrel. Diddy can do this easer than Donkey Kone can because he holds the barrel out in front of himself and isn't as big of a target. Break the last wall on the left







# Temp

This is another deceptively difficult stage. There aren't many enemies, but the giant millstones follow you as you make your way through the stage. There are a couple of places that you can get held up at and, if you don't keep moving, the millstones

will have their way with you (if you know what I mean). One location of particular note is the big "V" gap near the end. You have to bounce off of the tire in order to get up to the other side of the "V."



When a group of bananas forms an arrow, it's much more than a subtle hint that something is up-or down as the case may be. In this case it is down! Doop off of the soon where the Synnam























the incline. Avoid the Gnawtys along the way. Once in the Boous Area housen off of all the Neckys to get across the gap. Expresso





This is probably one of the most complicated, if not the most complicated, stages in the game. There are so many things going on in this stage that it's hard to keep track of everything! There are plenty of ups and downs. That's where our maps come in handy. Aren't you glad you got this Player's Guide? Expresso's belo will be invaluable to you here, A whopping FIVE Bonus Areas can be found and entered in this difficult stage.



### 2 Keg Riding

Go to the left when this stage begins and grab the Steel Kee Move to the right and then toss the kee back against the tree on the left. Jump on it as it rebounds and then ride it for all it's worth! You'll be safe while riding on it. But just remember to jump off before it careens into a gap in the trees and takes you with it!



### 3 Rolling Attack

While walking the techtrope vines that are strung between trees, you'll run into batches of iumping Kritters Peers the Y Button to initiate a roll and anushould be able to continue that roll right through the enemies humping them off one by one It's a very helpful technique to use in the right situations.























#.Un Ralloone

Go get Expresso and bring him back to this area. You simply can't get to this location if you don't have the big bird's flying ability to help you out.





### 4 Take Manky Kong Out

You'll notice a Kee sitting all by its lonesome on a treeton just before you reach the first Manky Kong. Grab it and use it as a weapon by tossing it at the scruffy age when you a get close enough to smell him Or get at least close enough so he begins to throw his harrels at you.



on the right.

### 5 Bridging The Gap

If you don't have Expresso, petting from the point where the Golden Letter N is to the ledge down to the right of it is extremely clifficult. Take the scrawny-winged bird for a short iaunt across this gap and then over another two gans while continuou to the right. This is a section that's often missed. If you're a Super Jump ace, let Diddy try to make the lean. He can do it, but Donkey Kong can't,







8 Bonus Area Once again it's the destructive power of a barrel

that's gonna get you into a Bonus Area, Remember, Areas with barrels. They open up much easier for him because of the way that he





Bonus Area, Inside, you'll be able to see that there is only one Item huned in the ground. It just so hannens to be the Golden Letter G. Bound off of the tire and smash the ground to











You have to approach this Bonus Area from the left-work can't fall down to the entrance. Two bunches of bananas and a DK Barrel are buried in the ground inside this Bonus Area Bounce off of the tire and break







Wipe out all of the enemies toward the end of the Bring it to this point and slam it into the wall to create an entrance. When you enter this Bonus Area, you'll find Expresso. Fly across the gap quickly and you'll be able to collect a 1-Up Balloon on the other side



















# Clam

If you only know one thing about this stage, then know swimming fiends that makes this stage a real test.





The lone Chomps Jr. at the top of the vertical shaft gives you a little forewarning of the danger that's to come. When you make the left turn into the horizontal section. a whole party of little sharks are lurking about, waiting to rip into some super-soaked fur. Hopefully, you'll have Enguarde to zoom you through the pack of lungry little

### 4 Croctopus Trouble

There are a couple of schools of thought on this section of the stage, if you have DK, Duddy and Enguarde, you can just slam your way through the Croctonuses and you'll make it to the exit. On the other hand, Enguarde is pretty fast and can belo you move to a safe spot when a spinning Croctopus is charging your way. Be advised





Clam City









When you begin the stage, stay to the top to avoid the pearls that the first Clambo shoots out. Stick to the left wall and you'll soon find an entrance to a hidden room that contains a Golden Letter K and Enguarde's crate. Bust him out, saddle him up and charge through the rest of the stage, poking everything in sight









### 2 Dual-Shot Clambo

The Clambo here is sitting



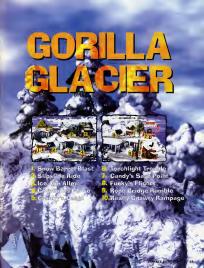




# **Bumble B Rumble**

Now I have been a been as the second of the





### GORILLA GLACIER

# Snow Barrel, This is a fairly long stage, but there are

This is a fairly long stage, but there are large portions of territory that you can cover in a relatively short amount of time. How you say? Well, they don't call it Snow Barrel Blast for nothing! This is treachery of the worst kind for those inept at the art of barrel-blasting. But for skilled barrel-blasters, there is a nice reward for beine fast!



### 2 Bounce To A 1-Up

As soon as you shoot out of the first burrel and land on the higher level of the path, jump up to the Necky that's flying itoward you. You'll bounce consecutively off of three Neckys and then you'll be able to grab a 1-Lip Billioon that's beginning to first away. DK and Diddy can both get the rels bullcon with ease, but their jumping and bouncing patterns will be different.



nique to use in situations such as this.

As you land at this elevated point just after shocking out from the barrel to the left, press the Y Button to execute a cartwheal attack or spin move. There will be a Necky bearing down on you and the spin will put the Necky out of commission. This isn't the only way that you can avoid the Necky, but it's a simple and convenent tech-















### en men men im



### 1 Bonus Area

You may have been lucky enough to see this one in The Making of Donkey Kong Country video. Jump up on the igloo and then bounce off of the first Necky that comes along as it flies slowly toward you. Inside, play the guessing game correctly and you'll score a Winky Token.



### 4 Roll A Keg

There will be a pack of Gnawtys walking toward you like little green zombies when you pass the Seel Keg. Instead of dealing with the Gnawtys individually, just grab the Keg and toss it back against an incline and let it take the Gnawtys out.







### 5 Bonus Area

Once you've demolished the Continue Barrel, turn right around and head back to the left. Don't run off without looking where you're going, though A Krusha will block your path. Get by the Krusha by jumping over him and then fall off the ledge and into a Barrel Cannon. The bananas will show







### 7 Bonus Area

Looking at the map, you can see that there is more than one way to approach the Barrel Cannon that shoots you off to this Bonus Area. If you approach from the left, you'll bag the Golden Letter N as you blast out of the Barrel Cannon.

















### 8 Shortcut!

This is too secret! Don't tel your friends about this onejust show 'em! Shoot straight down out of the third barrel in this lone and testing series of barrels. It's definitely taking the easy way out, but who cares





## GORILLA GLACIER

# Slipslide Ride That fact will have son through the stage. The

This stage represents a variation on the cave theme. It's a cave, but since it's so high up on the mountain, it's all iced over. As you might expect, the ground

is slick and you will slide around on it. That fact will have some effect on the way you scamper along through the stage. The blue vines move you down and the reddish colored vines will automatically take you up.







wall on the left with the barrel that's near it.

2 Bonus Area







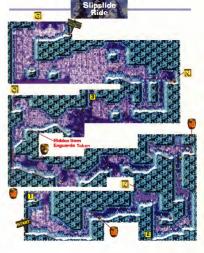


3 Bonus Area

Your jumps from vine to some have to be very precise in order to get into this Blast Barrel. The Zingers have been positioned very carefully in order to hin-







#-Un Balloom





One of the things that you'll immediately notice about this stage is that you don't start at the very beginning of the map. There's a section that extends out to the left! You don't have to go that

way, but it's best if you do! The Golden Letter K and, more importantly, Expresso are to be found over there. When talking about Bonus Areas, you'll need Expresso's help later on in the stage

### 1 Bonus Area

You can either employ Expresso to fly you up to the Barrel Cannon on top of this small ledge or you can bounce up on the Neckys, If you choose to fiv Expresso up, you'll probably have to lesp off of him when you set close to the ledge, lump off by pressing the A Button. Be sure to grab Expresso from the





















### GORILLA

### Croctopus Chase cotopus and all out craze Chase cotopus areas to make the cotopus areas the cotopus areas

If any stage epitomizes a flatout, streak-to-the-Exit-as-fastas-you-can stage, it's this one. The reason you'll be swim-

The reason you'll be swimming in an all-out craze is because you'll have spinning Croctopuses on your tail for most of the stage. There are no Bonus Areas to locate here. However, there are two semi-hidden sections that you'll want to get into.

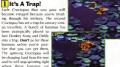


Borus Areas

8-Uo Balloons

1 study by the Balloons

8-Uo Balloons



# Hidden Items of white local More Secret Stuff

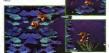
To reach the DK Barrel and the Golden Letter O in this area takes a little hunting. After you get shot out of the lower pair of Barrel Cannons.



### 3 Find Enguarde

Where was he when you really needed him? Oddly, Enguarde shows up in a case near the end of the stage. About the only thing that he'll help you with is the pack of Squidges that you'll encounter just before reaching the Eskil It sure would have been rice to







DONKEY KONG COUNTRY 79

## GORILLA GLACIER

# **Torchlight** Trouble

There won't be any trouble with the lights when you bust Squawks and his lamp out of the crate at the

beginning of this stage. When hunting for the Bonus Areas or jumping the long gaps, it's better to use Diddy. But for attacking the many Krushas in this stage. Donkey Kong will have to get the



Crack open the crate when you start off this stage and Squawks will light your way through the entire level. Squawks plays a limited role in the game. In fact, if you want a greater challenge, jump over his crate and don't



Here again, the cruel forces of nature have conspired against Diddy to make him smaller and lighter than his big buddy, Donkey Kong, Switch to Donkey Kong when you so through this section because the Krushas



























This one's easy! Jump up and erab the Regular Barrel, turn around and then drop back down. You can blow open a hole in the wall that was directly under the barrel to enter the Bonus Area. A guessing game is











This stage isn't too difficult, especially when you compare it to some of the stages that are coming up. There are a couple of places that can give you fits, like the criss-cross jumping Kritters and the packs of Zingers that you have to bounce over on moving tire platforms. Generally, there's a lot of tirebouncing go on. It seems to be a defining trait of the treetops stages.

### 2 Army Attack There will be twin Armys lurking on the platforms here.

They can't wait to coil up and roll right into you! They

also like to slam into you just as you are lumping on the

tires in an effort to get away from them. Roll over them,

Rope Bridge

### 3 Getting The K

Before you jump down to get the Golden Letter K. nav close attention to where the Zinger is. He'll be busy (like a bee) rotating round the tire just below the letter. Wait until the Zinger passes by the letter before you jump down. If you have Winky, it's no problem at all!























### 4 Bonus Area

There is absolutely nothing that would tip you off to the notion that there is an entrance to a Bonus Area in this location. Nada. That being the case, this Bonus Area falls into the "often missed" category. Nonetheless, there is a Barrel Cannon down between the two tires on the platforms. Trust us, it's there, just drop straight down and you'll be on your way to Bonus-ville





### #-Up Balloons Hidden Items

### 1 Go Long

When you spring off of the upper tire in this section as you move to the right, keep pressing Right. If you don't you may get zinged by the Zinger that will be moving along with you. You should land at least as far as where the second banana is in the line of four bananas is



### 5 Bag The 0 then jump just as you hit the letter. You should take out

6 Kritter Patrol To get this Golden Letter O (and survive), you have to execute a rolling Super Jump, Just roll off the ledge and



and then continue onward.

A single Kritter patrols this bridge. Don't even worry about him. Bounce off the tire and land on the tire





### 7 Bonus Area

the Kritter first, though,

Jump on the tire that's on the first moving platform as it is moving to the right, lust as the second moving platform

comes into view, you'll see a single banana at the top of the screen. Bounce off the second platform up to the banana. A Barnel Cannon is hiding off of the screen just above it. In the Bonus Area, you'll play a guess-















# Really Gnawty Rampage

Like his relative, Very Gnawty, Really Gnawty is a beaver that likes to jump around and bash intruders who have stumbled upon his hideout. The amount of bananas that are here is staggering. How will Donkey Kong and Diddy carry all of them back to the hoard? Worry about that later.



# (REMKRO) DUSTRIE INC.



- 1. Oil Drum Alley 2. Trick Track Trek
- 3. Elevator Antics
- 4. Candy's Save Point
- 5. Poison Pond
- - 6. Cranky's Cabin 7. Mine Cart Madness
  - 8. Funky's Flights
  - 9. Blackout Basement
  - 10. Boss Dumb Drum

# KREMKROC

### Oil Drum Alley

Welcome to the wastelands. This area of the island, once lush and overgrown with island greenery, has been stripped of all its natural beauty. Instead, smog clouds the air and there is a general lack of greenery. King K. Rool and his factories are to be held responsible for polluting the place. The levels of toxicity are high, so don't spend more time than you have to in this

### 2 Double Bonus Area!!

This will probably be the most-missed Bonus Area in the entire game. Players won't really have any trouble finding the Bonus Area, but there's a secret to getting into the second one here. Go for the smallest prize-the single banana when playing the game. If you get all three bananas, a barrel will drop down. Take that barrel and slam it into the right wall. Boom! A second Bonus Area! Take note-for the entire game, you can only get into the second Bonus Area once. You'd better do it right the first time.

























You may have seen this one in The Makeur of Donkey Kone Country video. Il you grab the rope that is hanging down here it will take upper course to the left Bust a TNT Barrel out of the black square on the floor and blow up the first oil drum. Fall down into the gap is





The main reason that the tire is located in this section of Oil Down Alley is so you can use it to bounce over the oil drums and up to the elevated items like the Golden Letter O. Big deal, There are so many high-jumpine Kritters that you won't even need the tire, lust nounce and hounce on the Kritters to get enough air to spag all of the Items. In fact, matting the tire may be just enough of a distraction for you to get hit







## KREMKROC

### 4 Don't Bring Rambi

This is one of those instances (it may be the only instance) when you don't really want to have Rambi as a companion. The terrain is a little too radical for the big rhino to handle. If you want to bring him along, fine. But you'll be much more agile if you go it without him.



one oil drum to another. Jump when you anticipate an









Wait until the fire dies down in the very last oil drum in the stage and then pounce up on top of it. lump up and over to the right, landing on the small black square on the floor. With enough force, a Golden Letter G will pop right out of the square. It's an easy assignment-just

Oil Drum





















A barrel slammed into the wall here will be your ticket









seem to be located all over the island. This time around, you'll ride on a moving platform that follows a certain path through the stage. Along the way, prepare to be assaulted by Neckys,

Mini-Neckys, Gnawtys and other cavernous baddies,

Back to the scaffolding. The burned-out mines

### 2 Bonus Area

Right after you avoid the Zinger, prepare to leap over to the scaffolding where the two Cnawtus are making plans to launch themselves at you. Pounce on them to clear the scaffolding and then jumo over to the right into a Blast Cannon and blast off to a Bonus Area.







Bonus Areas #-Un Balloon Hidden Items













When you approach the end of the track, stand on the right side of the platform and do a rolling Super Jump out to the right.











Bonus Area, besides knowing where it is, is taking out Manky Kong. The best way to do it here is with a rolling attack. Of course, avoid the barrels he throws and then smack him when you get close enough Dron straight down to enter the Barrel Cannon





# Elevator **Antics**

All three Bonus Areas in this stage require different tactics for you to find them and to get into them. The major differences in Donkey Kong's and Diddy's jumping abilities will be illustrated in this stage. Diddy's ability to eke out a little more distance on his jumps

Let Diddy handle this one Donkey Kong Just can't leap quite fai enough for this task. lump from the second rope back to the first will be critical. Jumping from one elevator shaft to and then climb up and another will often necessitate using the rolling Super enter the door on your

1 Bonus Area



### 3 Bonus Area





















Bonus Areas #Alla Ralloom









This Bonus Area isn't very easy to get into because of the Zinger that patrols the length of rope that you have to jump from. Climb all of the way to the top of the secondto-last rope and then leap to the last one, lump up to the right off of the last rone to find the hidden entrance.











## KREMKROC

# Poison Pond going about results

Poison Pond is a toxic tempest of the worst kind. It's not bad enough that the waste from Kremkroc Industries Inc. has totally polluted the water, but that pollution breeds the kind of baddies that you

just don't want to know about. Bitesizes everywhere! Squidges going every which way and Chomps Jrs. lurking around just about every corner. It's not a pretty sight and someone should really do something about it.



### 1 Start With Enguarde

Go left when you start this stage to find Enguarde. It's a big plus to have him along for the ride. He can spear enemies with his pointy bill and

get out of danger quickly with a burst of speed, but he





### Hidden Items 2 Stav Enguarde

If for some reason you let Enguarde slip away from you in the first half of this stage, you can get him back again. here. Co around the two Mincers and up to the crate that he's waiting in. Again, it's such a big plus to have him along in this stage





### 3 Get In The Hole!

After you move to the left out of the area that has the three rotating Mincers in it, another Mincer will come screaming in from the left. Move down into the small can to avoid setting bit by it









This is a stage that you can't really be cautious in-you just have to go for it! There are a lot of jumps to negotiate. Don't jump out of the cart just after you hit the Continue Barrel, You'll be tempted to do so, but your cart will just land on





### 2 Bonus Area

You won't be able to see the Barrel Cannon hose but trust us-it's there! This is yet another Bonus Area that's often missed by inexperienced island travellers. There is a gap in the string of bananas. Jump up in that spot and you'll end up right in the Barrel Cannon.













If you want to get to the first Bonus Area in this stage, you'll have to make this jump. Immediately after passing the Golden Letter K. nrenare yourself for a jump up to a rone that will be hanging down from the top of the screen. From that rope, jump into a waiting mine cart on





### 3 Drop Down Below Right after you snag the Golden Letter

O. don't issmo over into the cart on the other side of the gap in the tracks Instead, fall with the cart until you see another cut on a lower set of tracks That's the cart you want. Bag the Enguarde Token.



### 4 Bonus Area

There's a "hill" in the tracks just after the Golden Letter N. To reach the Bonus Area here, you have to jump out of the cart and onto a tire and then jump into a Barrel Cannon. When the cart reaches the aney of the hill.

iump out and onto the tire. In the Bonus Area. score the Golden Token of your choice.

### 5 Getting The N

This requires fast reflexes and flat-out bravery. The letter is situated below the level of the tracks in the middle of a gap. You have to hold off on your jump to the next cart

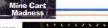


### 7 Bonus Area

You have to jump back out of the cart and onto a tire to reach the Barrel Cannon here. Jump just as you come into contact with the bananas near the scaffolding. Bounce up to the left on the other tires and bounce into the Barrel Cannon located under the tracks.



















### 6 Banana Trap

Near the ton of the screen in this section, there is a large bunch of hananas, Neckys know that you will pick up any bananas that you can. Consequently, they will do their best to catch you off guard. A Necky comes screaming in from the right as you pass this banana bunch. It you're going to go for them, be sure to iump early.





### Blackout Basement

# Blackout Basement

What's wrong with the lights here? They keep turning on and off. On and Off. It doesn't end. The lights cycle once about every 1.5 seconds. If it went any faster it would be a

strobe! That's not the worst of it. The most difficult things about this stage are the small moving platforms.

### 1 Bonus Area

to Bonus land.

The single banana looks extremely suspicious dangling way down there under the last breakaway tin platform. It's there for a reason! Just stay on the last tin platform as it falls. You'll end up in a Barrel Cannon and will be on your way





















When you exit the first Ropus Area, you'll fall on top of a black square on the floor. Out will pop a Steel Keg. Pick it up, jump down to the right. turn around and three it When it bounces off the wall turn around and will break open the second Ronus Area.







### KREMKROC INDUSTRIES INC.

### **Boss Dumb Drum**

This major baddle is unlike any other enemy on the entire island. It's a mechanical stort to beats, gain tabil und crossboots is plainted on its of beats, gain tabil und crossboots is plainted on its obligation. It's a mechanical stort in the plaintenance of the pla



Dumb Drum will try to land on you once. It will then spit out two haddies which, in turn, you must eliminate. The second time, it will try to land on you below. The third, three times and so forth and so on. Krithers



come out of Dumb Drum the first time around. Then Slippas Then Klap-Taps. Then Klumps and finally, Armys. Span away from Dumb Drum when it tries to fall on your head Try to stay in the middle of the screen and then spin away to the sides when Dumb Drum attacks.









- 1. Tanked Up Trouble 2. Manic Mincers
- 3. Misty Mine
- 4. Funky's Flights
- 5. Loopy Lights



- 6. Candy's Save Point 7. Platform Perils
- 8. Cranky's Cabin
- 9. Necky's Revenge

# **Tanked** Trouble

You've seen stages similar to this one before, but in Tanked

Up Trouble, there's a twist. The moving platform that you ride on through the stage is powered by fuel. You have to pick up fuel along the way for the plat-form to keep moving.







## Tanked Up

### 1 Fuel It Up

There are five lights on the side of the platform that indicate the platform's level of fuel. If the lights are all green-you're full. If the lights turn amber, it means that you should be grabbing some more fuel canisters! If all of the lights go out, the platform will fall off of the track. You really can't afford to miss any of the fuel canisters along the way.



















At the point where tical turn, jump off the platform and into a Barrel Cannon. This Bonus Area is commonly missed. You can play a 1-Up



# Manic Mincers

It's difficult not to get turned into minced meat with all of the Mincers shredding around in this stage. They're everywhere! Rambi is available for use early on in the stage, but he takes up a lot of space and is an easy target for the

Mincers, However, he



### 1 Bonus Area

See if you can make it to this Bonus Area with Rambi, It's a pretty good challenge, If you can't with no hos deal. There are nighty of harrels along the way to pick up and throw at the wall to break open a doorway. Inside, there are three Klan-Trans waiting to hite you, lust keep jumping and sooner or later you'll come out with a 1-Up.



### 2 Bonus Area

As you approach this area, move slowly because a Mincer will be sweeping back and forth in an arcing nattorn. And it's moving fast! If were just charge right up to it, you're likely to take a hit. This Bonus Area isn't really hidden at all-the door's wide open. You just have to enter. Pick up the Golden Letter G when you exit the Bonus Area. Other than that, just avoid the Mincers inside as you collect the dangling bananas.





### 3 Bonus Area

When you come out of the second Bonus Area in this stage, grab the TNT Barrel and jump off of the ledge to the right. Make it a long leap in order to avoid the Gnawtys that may be walking by on the floor below. If you hit a Gnawty, you'll



lose the TNT Barrel. Not a good thing. Blast open the first wall that you come across to enter the Bonus Area, Another 1-Un Balloon guessing game is what you'll play on the inside.



### CHIMP CAVERNS

Misty Mine is a long and difficult stage. What makes it difficult are the sheer number of enemies, Placed throughout the stage are baddie-emitting barrels that snew forth conjous quantities of Slippas, Klap-Traps and Armys. There is a section, just after the Continue Barrel, where you can

jump on about eight

or nine baddies in

succession. That's a



### 2 Rambi Token

Unfortunately for Donkey Kong. the Rambi Medallion is located under an enemy-spitting canister In order to get it, you have to blow up the canister with a TNT Barrel. It's not very easy for Donkey Kong. but it's a fairly simple task for Diddy, Have Diddy pick up a TNT Barrel before reaching the canister turn directly down onto the canister and it will blow up. Since Donkey Kone holds the barrels shows his heard, he would have to throw the barrel. And with all of the enemies lurking around, it would be herd for him to hit the



Mist

### 3 Banana Grah

When you ride across the chasm on the rope, slide all the way down to the bottom (not too far!) to grab the big bunch of hanges. The rone moves automatically when you grab it, so you have to slide down quickly.





### #-Un Battoons C

Misty Mine



### 4 Jump And Roll

Never before has the rolling attack technique been so useful! Because there are so many small enemies roaming the mine path throughout this stage, Donkey Kong's rolling attack and Diddy's cartwheel attack can be used extensively. Be ready to use it at any time when you're near enemy

sptting canisters.







### more to get through this section. but it helps. You can totally avoid the canister that spits out Gnawty after Cnawty and sail right over it. There is a big bunch of bananas under the Gnawty spitting canister that you can get if you blow up the

I Use The Rope You don't have to grab onto this



## CHIMP

### 1 Bonus Area

In the big gap just after the Continue Barrel, there is a single rope. When you see it you'll notice that it extends off the bottom of the somen. That's a clue for you to slide down all the way. You'll see the Bonus Area door on the other side at the















tion there will be an Army waiting to ambush you. It's the first Army you'll encounter in Misty Mine But it won't be the only one! There is a canister to the right that spits out Armys non-stop. Switch to Donkey Kone if you have him so you can take out the Armys with one bounce. Don't waste your time messine around with a pack of Armys-just move on.





DONKEY KONG COUNTRY 113





If you land on more than seven backlies in a now without touching the ground, you'll earn a 1-Up for each one that you land on after the seventhait's a rare feat, but you can do it in this section of Misty Mine. And with a little



it's possible to hit ten ...maybe even more!



### 3 Bonus Area

Once again, this is a good Bonus Area to let Diddy have the bonors with. The entrance to the Bonus Area is down in a narrow "hole" and Donkey Kong needs more room for his wind-up when he chucks a bar-

rel. Diddy can grab a TNT Barrel to the left of the Bonus Area and make his way to the right, avoiding the Klan-Traps, until he reaches his target







### CHIMP CAVERNS



This one's got it all. Loopy Lights is a tester! Not only are you trying to get through a treacherous mine shaft, you have to worry about switching on the ON/OFF Barrels to see where you're going. As if that weren't enough, the Klap-Traps here are smart—they jump when you do. You have to approach them differently. You can't just take a regular hop and expect to bop them. If you do that,

they'll bite you for sure. It takes a longer jump to hit





This is not an easy Bonus Area to get into. The way in which you enter it is like any otherthrow a barrel at the wall, but to actually get a barrel to the wall is no small feat. Keep in mind that you can set a Barrel down and pick it back up again. This gives you room to trash









them











You can pick this one out rather easily. If you look closely, you'll see a single banana directly under the three bananas hanging in the middle of the first room.

gap you come to. That's your cue-just jump right in. You'll land in a Barrel Cannon and it'll take you off to a Bonus Area, The Golden Letter K is in this





# Platfor Perils

Might as well save the hardest stage for last! There are a few extremely hard and extremely frustrating sections in

this stage. Certain jumps have to be timed perfectly if you're going to make them and survive. Krushas (the tough ones) are out in full force, especially toward the end of the stage. Hang on to any barrel you find because only a barrel will take them out. If you can, let Donkey Kong throw them.

### 2 Krusha Power

Simply put, if you don't knock all of the Krushas

off of their platforms through this section, you won't make it. Proper barrel-tossing techniques are a pre-requisite. It's easier for Donkey Kong to take out the Krushas with a barrel because his throws travel farther.



### 3 Bonus Area It's easy to miss the entrance to this Bonus Area. When riding the last

Platform Perils

> tin platform through this section, wait on it longer

than you normally would. As it falls, jump way out to the right and you should land on another section of scaffolding, Jump into the Barrel Cannon to the right of the scaffolding to enter the Bonus Area.

















Immediately when you start this stage, you'll see a Barrel Cannon directly below you. As you land on the first tin platform, walk to the left off of the platform. You'll land on a platform that you can't see. It will take you over to the Ramel Cannon















# **Necky's Revenge**

Mater Necky, 5: has had it up to here with the likes of you apset I rel's armed himself with a plethora of nuts and he's ready to use them. The joke is on him, hough! this attack pattern is mounterally lame. If you know it, there's not even a chance that one of the nuts he spits out will even scratch you! Don't let the fact that the banans in the background will soon be yours again distract you from your ultimate purpose here. The battle is what you've come for, Nou're so offee to the end—ou't! et al gargantuan vui-

ture get the best of you. You're apes. You're much higher on the evolutionary chain than a vulture.





nead, when reappears again, he spits two
nuts, Jump them both and
then spring off of the tire to
bean him again. The number
of nuts he spits
keeps going up
He'll spit five nuts
before you hit him for the last
time. Say off of the tire until



# GANG-PLANK GALLEON



# Gang-Plank Galleon





King K. Rool throws his pointy crown at you, Jump over it and onto his head, Jump over him when he charges. He makes one more side-to-side pass for each time that you hit him. His next onstaught involves falling can-



onslaught involves falling cannonhalls. Quickly roll between the cannonhalls as they fall and then jump on his bead when the cannonhalls stop falling, and be throws his crown. Repeat the process until the credits start rolling Say sharp-she's trockyl







No, it's not the end! Not on your life! K. Rool's got a jumping attack for you. Duck under him when he passes by and then jump on his head when he stops to throw his crown at you again.





### HERE'S THE MAST DAWEDEN! TID IN THIS WHALE DAME



YOU'VE PICKED UP A FEW TIPS FROM THIS PLAYER'S GUIDE SO YOU ALREADY KNOW THAT A STEADY EYE AND A EAST THUMB ABENIT ENOUGH, UNLESS YOU'VE GOT A LITTLE INSIDE INFO YOU'RE IN FOR A WHOLE LOT OF PUNISHMENT, BUT LUCKILY THERE IS ONE

TIP THAT'LL HELP WITH ANY GAME YOU THROW INTO YOUR SYSTEM ILEST SLIB. SCRIBE TO MINTENDO POWER AND YOU'LL SCORE THE WORLD'S BEST VIDEO GAME MAGAZINE EVERY MONTH, IT'S PACKED SOLID WITH TIPS

CODES BUIL COLOR MARS AND REVIEWS OF THE HOTTEST CAMES



EVER SEEN, PLUS, JUST TRY TO NAME ANY OTHER MAG THAT GIVES YOU GAME PAK COUPONS AND THE CHANCE TO ORDER PLAYER'S GUIDES AND OTHER GEAR FROM THE SUPER POWER SUPPLIES CATALOG, ONLY YOUR SUBSCRIPTION AND AUTOMATIC CLUB MEMBERSHIP GETS



YOU ALL THAT -- AND IT'S ALL TUST STEEL SO DON



# THE DONKEY KONG COUNTRY PLAYER'S GUIDE HAS SURVIVAL TACTICS FOR OVER 100 AREAS OF JUNGLE, CAVES, MINES, CORAL REEFS, TEMPLES AND MORE.

Dankey Kong Country will change your view of video games forever. And the way to make the most of this 32 meg mosterpiece is with Nintendo's Dankey Kong Country Player's Guide. There are over 100 areas to get through, Shark inferted crard rests Bizzards where the conditions are hazardous and the vultures are hungry. Cover, mises and temples riddled with exemises—not be mention boronas.

### DISCOVER THE SECRETS TO GUARDING A PILE OF PRICELESS BANANAS FROM HORDES OF RAVENOUS KREMLING THIEVES.



